

# NAPA VALLEY CASINO

## California/Asian Games

### No Bust 21<sup>st</sup> Century Blackjack Collection Fees

Table Limit	Player Collection (per bet)	Action on Table	Player/Dealer Fee Collection
\$5 - \$50	\$0.50	\$50 or less	\$0.50
		\$51-\$100	\$1.00
		\$101 and above	\$2.00
\$55 - \$100	\$1.00	\$50 or less	\$0.50
		\$51-\$100	\$1.00
		\$101 and above	\$2.00

### Pai Gow Poker Collection Fees

Table Limit	Player Collection (per bet)	Player/Dealer Collection (per hand)
\$5-\$50	\$1	\$2
\$55-\$100	\$1	\$2



# **NAPA VALLEY CASINO**

## **Poker Collections**

Fees are taken "Before the Flop" from "The Small and the Big Blind".

### **TEXAS HOLD'EM & OMAHA**

#### **Limit Games**

**3-6, 4-8 & 6-12**

4 Players or Less \$2.00

5-6 Players \$3.00

7 or More Players \$4.00

\*\*\*\*\*

**10-20 or Higher**

6-10 Players \$4.00

5 or Less Players \$3.00

### **TEXAS HOLD'EM**

#### **No Limit Games**

6-10 Players \$6.00 Time Per- ½ hour

5 Players \$4.00 Time Per- ½ hour

4 Players or Less \$2.00 Drop

#### **\*POT-LIMIT OVERS\***

(There is a \$2.00 per ½ hour added collection for pot-limit players only)

**4-8 Limit With ½ kill (6-12)**

(Unless otherwise specified)

**3/6 Limit - ½ Hold-em and ½ Omaha**

Game changes when the button is moved to the left of the dealer.

(One round each game)

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## **Omaha Hi-Low Split**

**(8 or Better)**

Omaha Hi-Low Split is a community card poker game that is played with a standard 52-card deck. In order for a hand to qualify for the low hand, it must contain an 8 or Better (lower) at showdown. The game starts to the left of the dealer button. The blind bet(s) are made from the position(s) left of the dealer button and are forced bets which must be made before the cards are dealt.

Each player is dealt four cards, one at a time, in turn and face down (hole cards) as their initial hand. A round of betting occurs for players who are continuing to contend for the pot. Three board cards are turned face up (flop) in the middle of the table (community cards). The community cards are available for all players to use. The second round of betting occurs. The fourth community card is turned face up (the turn), followed by a third round of betting. A final community card (the river) is turned up and a fourth and final round of betting occurs. After the final round of betting has been completed, each player may use any two hole cards with three community cards to make the highest five-card poker hand, and any two hole cards with three community cards to make the lowest qualifying five-card poker hand. The lowest qualifying five-card poker hand is Ace, 2, 3, 4, 5. Players must qualify for the low hand with a hand containing an 8 or better (lower). The pot is split equally between the players with the highest ranking hand and lowest qualifying hand. If no player has a low qualifying hand, the player with the highest ranking five-card poker hand wins the entire pot. In the event of a tie, the pot, or portion of the pot, if the tie is for high or low hand only, is split equally.

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## **Texas Hold-em**

Texas Hold-em is a community card poker game that is played with a standard 52-card deck. The game starts to the left of the dealer button. The blind bet(s) are made from the position(s) left of the dealer button and are forced bets which must be made before the cards are dealt. Two cards (hole cards) are dealt to each player, one at a time, face down, in rotation. This is followed by the first round of betting. A player may check, bet, call, raise or fold.

Three cards (the flop) are then dealt face up in the middle of the table as community cards (board cards) and the second round of betting occurs. The fourth community card is dealt face up (the turn), followed by the third round of betting. The final community card (the river) is dealt face up and followed by the fourth (final) round of betting.

At the showdown, each player may use any combination of the hole cards and community cards, or may play the board and use no hole cards to make the highest ranking five-card poker hand. The player with the highest ranking five-card poker hand wins the pot. In the event of a tie, the pot is split equally.

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## **No Bust 21st Century Blackjack**

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**Patent Number 5,275,415, Patent Number 5,735,524, Patent Number 5,503,401, Patent Number re: 36, 255, Patent Number 6,170,828 and three additional patents pending.**

### **OBJECT OF THE GAME**

**The object of No Bust-21st Century Blackjack is for the players and the Player/Dealer to add the numerical value of their cards and:**

- **Achieve the best possible point total, two Jokers or a "Natural 22". This hand pays 2 to 1.)**
- **A "Natural 22" beats all other hands.**
- **A Joker is a "wild" card and combined with any other card is the second best hand.**
- **Draw additional cards if needed.**

### **VALUE OF CARDS**

**A plural standard deck of cards with one Joker added per deck is used in the play of the game.**

- **Two Jokers dealt as the first two cards is the best possible hand and is also known as a "Natural 22".**
- **One Joker dealt with any other card regardless of values is the second best hand.**
- **An Ace has a value of either 1 or 11.**
- **Picture or face cards have a value of 10.**

### **RANKING CHART**

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<b>CARD</b>	<b>VALUE</b>
Ace	1 or 11
Two	2
Three	3
Four	4
Five	5
Six	6
Seven	7
Eight	8
Nine	9
Ten	10
Jack	10
Queen	10
King	10
Joker	Wild

## RULES & STANDARDS FOR PLAYERS

The player receives two cards initially. All cards in the game are always dealt face up to all participants. All deals and draws start from the first player position to the right or clock-wise from the Player/Dealer position. After the players receive their first two cards, they may elect to receive additional cards to make their best hand. After all players have made and set their hands, then the Player/Dealer receives his/her second card. The chart provided below are the rules regarding what action a player may take when participating in the game:

<b><u>Must Stand On</u></b>	<b><u>Must Hit On</u></b>	<b><u>Optional</u></b>
Soft and Hard 20	11 or Less	12
		13
Soft and Hard 21		14
		15
Natural 22		16
		17
		18
		19

## RULES & STANDARDS FOR THE PLAYER/DEALER POSITION

The Player/Dealer position occupies the "bank" position at the gaming table. The Player/Dealer places a set amount of money on the table and his/her hand plays

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against all the player's hands on the table. The Player/Dealer position must rotate in a continuous and systematic fashion, and cannot be occupied by a person for more than two consecutive hands. There must be an intervening Player/Dealer so that one person cannot continually occupy the Player/Dealer position within the meaning of Oliver v. County of Los Angeles (1998) 66 Cal. App. 4th 1397, 1408-09. And in addition to the meaning of AB 1416 (the Wesson Bill) which added section 330.11 to the California Penal Code, relating to licensed gambling establishments and any future regulatory guidelines from the California Department of Justice, Division of Gambling Control, with respect to the operation of a controlled game featuring a Player/Dealer position.

The Player/Dealer is never required to cover all opposing player's wagers. A Player/Dealer can only win or lose as much as they have placed on the table to cover a portion or all of the wagers. If there is not enough money from the Player/Dealer position to cover all winning wagers, the player who received no action on their wager will receive a "free collection" button to use on the subsequent hand.

After all players have exercised their options in standing or drawing additional cards to make the best hand possible, the Player/Dealer receives their second card face up. Once that card is dealt, the casino dealer determines where the "action" button is placed based on the numerical value of the card. The Player/Dealer's hand is then played according to the chart provided below. A Player/Dealer has no options other than to hit on a Soft 17 or lower and stand on a Hard 17 or higher. All players hands are compared against the Player/Dealer's to determine a winning or losing hand.

The house never participates as a Player/Dealer, takes a percentage of the wagers nor has an interest in the outcome of the hand.

<u>Must Stand On</u>	<u>Must Hit On</u>	<u>Optional</u>
Hard 17 and higher	Soft 17 and less	None

## GAME RULES

1. A "Natural 22" (the first two cards dealt are Jokers) is the best possible hand. If the player and the Player/Dealer's hands are both a "Natural 22", the hand is a push or tie, and no action is taken on the wager.
2. The second best hand is a Joker (wild card) with any other card.

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3. If a player's hand totals more than a "Natural 22" and the Player/Dealer's hand totals more than a "Natural 22", the Player/Dealer wins the hand.
4. If a player's total is less than a "Natural 22" and the Player/Dealer's total is more than a "Natural 22", the player wins the hand.
5. If a player's total is less than a "Natural 22" and the Player/Dealer's hand is less than a "Natural 22", the hand closest to a "Natural 22" wins.
6. If a player and the Player/Dealer have the same total and it is less than a "Natural 22", the hand is a push or tie, and no action is taken on the wager.
7. If a player's and the Player/Dealer's totals are more than a "Natural 22", the following will apply:
  - A) If the Player/Dealer is closer to a "Natural 22", the Player/Dealer wins the hand.
  - B) If the player is closer to a "Natural 22", the result is a push or tie and no action is taken on the wager.
8. The Player/Dealer wins all ties or pushes over a "Natural 22".
9. If the Player/Dealer's first up card is a Joker, all hands are frozen on the table. The Player/Dealer will draw the next card and the action button will be placed. Winning and losing wagers will be determined and pay-offs made.
10. No player may double-down, surrender, or split when the Player/Dealer is dealt a Joker as their first up card.
11. Players with a non-Joker hand have the option to draw additional cards to make their best hand.
12. A Joker with any card is a hard 21 and a player cannot draw an additional card.
13. The game is played on an industry standard Blackjack table where up to eight primary players can be seated.
14. All collection fees are collected by the casino dealer prior to the start of play. Collection fees are pre-determined by the casino and can be up to three separate rates per game. All collection rates and wagering limits for the game will be posted at each gaming table and will not be based on a percentage or other factors.



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15. Backline betting is allowed; subject to local ordinance or code.
16. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code (the Gambling Control Act), are permitted to play.
17. The Casino will waive the table collection fee for a player when a player's hand receives no action due to the Player/Dealer not covering all wagers for that round of play. (Per 337j of the California Penal Code.)
18. If a table collection fee is waived, the player will be give a round disc with The Bicycle Casino logo affixed and with the words "free collection" on both sides. The player will then use this disc on the subsequent round of play and will not pay a table fee collection for that round. The Dealer will collect the disc and place it next to the fee collection box to ensure video surveillance and floorperson personnel are aware of the circumstances. The free collection button can only be used at that table and for the same betting limit that it was received. It is non-transferable.

### **DOUBLE-DOWN, SPLIT, SURRENDER & ODDS**

1. Players can double-down on their first two cards dealt to them. The player must place a second wager equal to the wager he/she originally placed prior to the start of the game. The player will only receive one card regardless of the total.
2. Players can split any pair or two cards with a value of 10 each, originally dealt to them. The exception is two Aces. The player must place a second wager equal to the wager he/she originally placed prior to the start of the game. A player may draw as many cards as the desire per split card to make the best hand.
3. Players can split any two Aces originally dealt to them but can only receive one extra card per Ace. The player must place a second wager equal to the wager he/she originally placed prior to the start of the game.
4. Players may double-down after a split if the value of the cards meets the requirements outlined in #1, above.
5. Multiple splitting of cards is permitted up to a maximum of three (3) splits per hand.
6. Players can surrender after their first two cards are dealt and half of the wager will be forfeited. Their play for that hand will cease.

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7. Players cannot double-down, split, or surrender when the Player/Dealer's first card dealt is a Joker.
8. Player's Joker-Joker or "Natural 22" pays 2 to 1. All other hands pay 1 to 1.
9. All pay-offs are to the extent that the Player/Dealer's money covers the action on the table. A Player/Dealer cannot win or lose more than the entire amount of money placed on the table prior to the start of the hand.

### **ROUND OF PLAY**

1. Players choose their spot on the table and place their wagers.
2. A Player/Dealer is identified by a "bank" button placed in front of their seat position. The Player/Dealer places money in front of him/her. This money will be used to pay any winners and the total will only be collected from the losers. The combination of both may not go over the total amount the Player/Dealer placed on the table.
3. After the wagers are made, the players and the Player/Dealer post a pre-determined collection fee in front of their wagers. The casino dealer then collects the collection fee and places them in a secured drop box affixed to the gaming table.
4. All wagering limits and collection fees are pre-determined and prominently displayed at each gaming table.
5. The casino dealer begins to deal cards one at a time, in a clock-wise fashion, starting at the first occupied position to the right of the Player/Dealer's seat position and the "bank" button. A single card is dealt to each player. The Player/Dealer receives their first card in turn but it is placed in front of the casino dealer instead of the actual Player/Dealer.
6. The casino dealer then deals the second card to the players. The casino dealer does not deal a second card to the Player/Dealer. The casino dealer deals additional cards to the players as they request them. After all players are satisfied with their respective hands, the Player/Dealer is dealt their second card.
7. Once the Player/Dealer receives their second card, the casino dealer determines the numerical value of the card and determines where the "action" button is placed. This is accomplished by the casino dealer

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beginning his/her counting to the right of the Player/Dealer seat position and counting in a clock-wise manner until the number value of the card is reached.

8. The casino dealer continues to draw cards for the Player/Dealer, if necessary until a Hard 17 or higher number is reached. The Player/Dealer does not have an option of hitting a Hard 17 or higher nor staying on a Soft 17 or lower.
9. Once the Player/Dealer's hand has been made, all winners and losers are determined when their cards are compared to the Player/Dealer's. Money is paid or collected on wagers starting at the seat position where the action button was placed and then continues in a clock-wise fashion. The Player/Dealer cannot win or lose (aggregate) more money than they originally placed on the table. If there is not enough money to pay all winning wagers, the Casino may give a "free collection" button to the affected players which will waive the table collection on the subsequent round of play.
10. After all wagers are settled, the cards are collected and discarded. The bank button is changed and after every two hands, and the Player/Dealer position is rotated in a clock-wise fashion around the table. If there is no person that intervenes on the Player/Dealer position, the game will be "broken."

## OPTIONS & VARIATIONS

*Please note that the options and variations listed below are for the sole purpose of documentation and protection of variations of the game and are listed due to additional Patents pending application and review with the United States Trademark and Patent Office. These options and variations are not available for play within a licensed gambling establishment in California.*

- Option #1    The Player/Dealer can win all pushes or ties on a Hard 17.
- Option #2    The Joker's value can be 2 or 12.
- Option #3    Multiple Jokers can be placed in each 52 card deck.
- Option #4    Two Aces can be considered a "Natural" and pays 2 to 1.
- Option #5    All pushes or ties over a "Natural 22" are a push or tie.



# **NAPA VALLEY CASINO**

## **Double Hand Poker (Pai Gow Poker)**

### **Game Description:**

Double-Hand Poker is played with 53 cards: a standard 52-card deck and one Joker. The Joker may be used as an Ace or to complete a straight or a flush. The game is dealt on a poker style table to seven players (positions). The dealer button denotes which one of the seven players is the player/banker for that hand.

The house dealer will deal seven hands (piles). Each hand contains seven cards all dealt face down. The player/banker selects one of the seven piles as the first hand to be delivered. The house dealer places an action button on the selected hand.

The dice cup (containing three dice) is shaken by the player/banker to determine which seated player (position) receives the first action hand. The player/banker is always counted as numbers 1, 8 or 15. The dealer will deal each player (position) a pile, which consists of seven cards each. The player/banker's hand is kept face down in front of the house dealer.

The players set their hands (any player may ask for his hand to be set House Way). Out of the seven cards two hands are made, one two-card hand and one five-card hand. The five-card hand (the back hand) must rank higher than the two-card hand (the front hand). The players place their hands face down with the two-card hand in front and the five-card hand in back.

After all players have set their hands, the House Dealer will open the player/banker's hand. The player/banker will determine which way the hand will be set.

### **Rank of Hands**

- (a) Five Aces      (g) Straight
- (b) Royal Flush    (h) Three-of-a-Kind
- (c) Straight Flush (i) Two Pair
- (d) Four of a Kind (j) One Pair
- (e) Full House     (k) High Card
- (f) Flush

**Note:** An Ace may be played high or low for a 5-card straight.

### ***Example:***

5-4-3-2-A = Low straight

A-K-Q-J-10 = High straight

The Joker may be used as an Ace or as any card to complete a straight or as the highest unmatched card in a flush.

## Object of the game

To win the hand, both the front and back hands must rank higher than the player/banker's hands. If both of the player/banker's hands rank higher than the player's two hands, the player/banker wins. If only one of the hands ranks higher, it is a push, meaning neither side wins. Each player keeps his bet. An identical hand is called a copy. The player/banker wins all copies.

- The player/banker may only receive action on the amount wagered. Once the player/banker's wager is depleted, the hand is over. It is possible to hold a losing or a winning hand and receive no action, or partial action.
- The player/banker's hand will not be opened until all hands have been set with the exception of a "House Way" hand. (See rules #8 and #9.)
- A player has a foul hand if:

(a) The two-card front hand is stronger than the five-card back hand, or

(b) The player does not have exactly two cards in the front hand, or

(c) The player does not have exactly five cards in the back hand.

A boxed or exposed card on the deal will be replaced by the first of the remaining four cards after the deal is finished.

- A misdeal will be declared if:

**(a) A Joker or an Ace is boxed or exposed, or**

**(b) if two or more cards are boxed or exposed or**

**(c) the player/banker's hand does not have the correct number of cards.**

- A player is responsible for the final setting of his hand. When a player requests assistance on the setting of a hand by the house dealer, a "House Way" button will be placed on the hand. Upon reaching that hand on the pay-off after the player/banker's hand is opened and set, the House Way hand will be opened and set per House Way guidelines. When players have looked at their hands, they may or may not be allowed to ask for a House Way play.
- Management will reset any House Way hand, improperly set by the house dealer.
- The house dealer cannot allow the player/banker to set his hand foul. If the house dealer mistakenly allows a foul hand to be played, it will be reset the most logical way by Management and play will continue.
- The player/banker's hand is not set until he has signified his final decision in an obvious manner to the house dealer.
- Any player may request a new set up before the first bank. Only the player/banker may request a change of deck between the first and second bank.
- When two identical cards are turned up, the hand will be declared a misdeal.
- A hand that has been misread by the house dealer will play at true value if it can be retrieved intact.
- If the hand goes to the wrong spot before the dice cup is closed, it is a misdeal.
- The Floor person's decision is final in all disputes and in the interpretation of all rules.

## OBJECT OF THE GAME

The object of the No-Bust 21st Century Blackjack is for the Players and the Player/Dealer to add the numerical value of their cards and:

- Obtain the best possible hand of 21 and a half, or "Natural." (This hand pays 6 to 5.)
- A "Natural" beats all other hands.
- Draw additional cards if needed.

## VALUE OF CARDS

A plural standard deck of cards with no Joker is used in the play of the game. The game can be played with a minimum of one (1) and a maximum of eight (8) decks.

- Any two cards consisting of any special bonus ace with any 10 value or face card is also the best hand (Natural). Natural hand beats all other hands.
- An Ace has a value of :

a) 11 and a half on first two cards with all cards with the value of 10's.

b) 1 or 11 with all cards with value of 2-9 .

c) 1 or 11 with three or more cards.

- Two aces have a value of 2 or 12
- All cards from 2-10 have their face value.
- Picture or face cards have a value of 10.

## RANKING CHART

Card	Value
<b>Ace</b>	a) 11 and a half on first two cards with all cards with the value of 10's. b) 1 or 11 with all cards with value of 2-9 . c) 1 or 11 with three or more cards.
Two	2
Three	3
Four	4
Five	5
Six	6
Seven	7
Eight	8
Nine	9
Ten	10
Jack	10
Queen	10
King	10

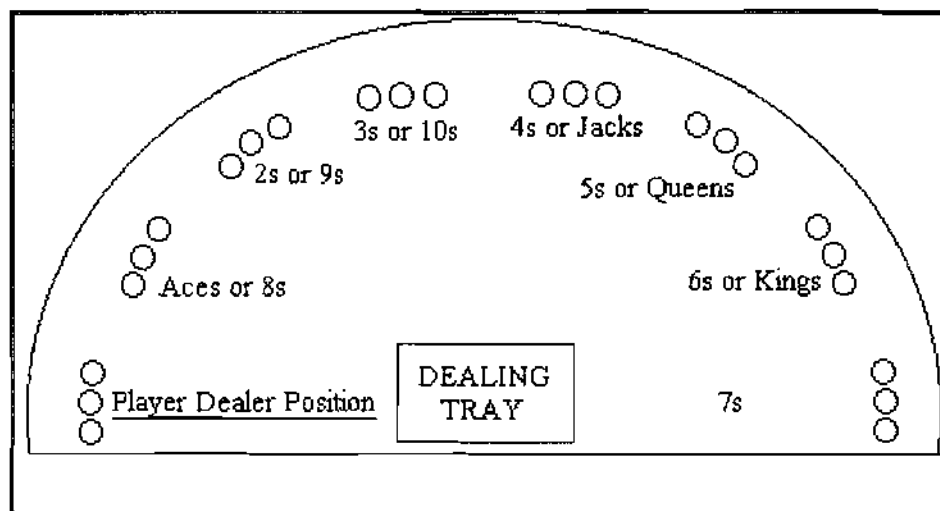
## ROUND OF PLAY

1. No-Bust 21st Century Blackjack is played on a raised gaming table. The table seats eight players who face the Dealer in a 180-degree seating arrangement. The tables are commonly used in the casino industry. The casino Dealer stands opposite of the players, and in the center of the table. The casino Dealer's chip tray is set in front of him/her. The play starts from the left of the dealer and proceeds in a clock-wise fashion.
2. The game utilizes a 52-card deck with special bonus aces. The aces are bonus cards with the value of:
  - a) 11 and a half on first two cards with all cards with the value of 10's.
  - b) 1 or 11 with all cards with value of 2-9.
  - c) 1 or 11 with three or more cards.
3. the game can be played with a minimum of a one deck, totaling 52 cards and to a maximum of eight decks totaling 416 cards.
4. All tables will have some type of signage where the name of the game is displayed, along with the minimum and maximum wager allowed, and collection fee for the Players and Player/Dealer. A maximum of three collection rates are allowed in compliance with the California Penal Code.
5. A standard round of play begins when a Player/Dealer is designated. The Player/Dealer will place an amount of money (casino chips) in front of their seat in a betting circle and that money will be used to pay the winners and will also set the amount that he/she can collect from the loser. The casino will place a "button" in front of the Player/Dealer which designates that they are taking the "Player/Dealer" position and further designate whether it is the first or second turn for the Player/Dealer in the banking position. The Player/Dealer will place the collection fee in front of his betting circle.
6. Players at a table then place their wagers in designated betting circles. The Players may place a wager at his/her seat along with other unoccupied betting circles. Each Player must pay the posted collection for the wager they placed in any betting circle where they have money or "action".
7. Once the Player/Dealer has posted the amount of money he/she will wager against the other Players, and once the Players have placed their wagers, the casino dealer will collect all of the fees. This will always be accomplished prior to the start of the game in accordance with the California Penal Code. The casino dealer will take the collection fees and drop them into a locked collection box affixed to the gaming table.
8. After the fees have been collected, the Dealer will deal the cards to the Players and the Player/Dealer. All cards dealt throughout the game are always dealt face up. The casino Dealer is the only person on the table to touch the cards. The Players will signal to the Dealer by hand gesture if they wish to hit or stand. These hand signals will be consistent with industry standard signals such as moving their hand in a sweeping motion towards their body indicating they want an additional card and in moving their hands in a side to side manner, indicating they wish to stay with their cards on the table. The casino Dealer deals the first card to the Player seated to the left of the designated Player/Dealer, in a clock-wise fashion. Each Player will be dealt one card face up and the Player/Dealer will receive his/her first card also. The Player/Dealer's first card will be placed in front of the casino dealer rather than in front of the Player/Dealer's seat position.
9. The casino Dealer will deal a second face up card to the players, again starting at the Player to the first seated position to the left of the Player/Dealer, in a clock-wise fashion. The Player/Dealer will receive a face down card.

10. Players must follow the below listed chart in deciding whether to hit or stand on a particular hand:

Rules For Player		
Must Stand On	Must Hit On	Have Option On
Soft & Hard 21 "Naturals"	11 Or Less	12
		13
		14
		15
		16
		17
		18
		19
		20

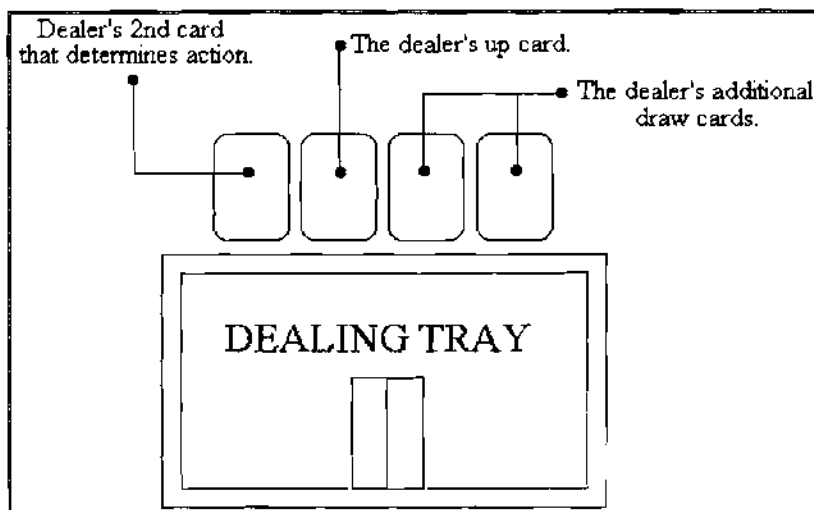
11. After all Players have made their best hands by indicating to the casino Dealer that they do not wish to have additional cards dealt to them, the house Dealer will turn over the Player/Dealer hole card. This card will determine where the "action button" will be placed.
12. The Action Button determines where the action starts or who will be first to be paid for their winning hand or lose their wager. The Action Button is placed based on its numerical value and in comparison to the Players seated at the table. (Please see the chart below for an example of how the card's value is used to determine the placement of the Action Button.



13. Once the hand is played to the end, the payout or collection of the wagers will begin at the seat where the action button is placed. The settling of the wagers will proceed in a clock-wise manner until all wagers have been acted upon.
14. In the event that the Player/Dealer does not have enough money on the table to cover all the wagers on the table, there will be no free collection button, refund, or other conciliatory action give to the affected Players by the casino or the Player/Dealer.



15. The Player/Dealer's cards will always be dealt and placed in front of the casino Dealer's tray. The placement of the Player/Dealer's cards is standard in all games and is depicted in the chart below:



16. The casino Dealer continues to draw cards for the Player/Dealer, if necessary until a Hard 17 or higher number is reached. The Player/Dealer does not have an option of hitting a Hard 17 or higher nor staying on a Soft 17 or lower. See the chart below for details:

<b>Rules For Player/Dealer</b>		
<i>Must Stand On</i>	<i>Must Hit On</i>	<i>Have Option On</i>
Hard 17 And Above	Soft 17 Or Less	None

17. Once the Player/Dealer's hand has been made, all winners and losers are determined when their card's numerical value are compared to the Player/Dealer's. The Player/Dealer is never required to cover all opposing player's wagers. A Player/Dealer can only win or lose as much as they have placed on the table to cover a portion or all of the wagers. If there is not enough money from the Player/Dealer position to cover all winning wagers, there will be no refund, free collection, or other form of rebate given to the affected Players.
18. After all wagers are settled, the cards are collected and discarded. The bank button is changed and after every two hands, the Player/Dealer position is rotated in a clock-wise fashion around the table.
19. The next round of play begins once the casino Dealer collects all cards from the table and places them in the discard tray. The casino Dealer will also change the Bank Button, and if necessary (if the same person has already held the Player/Dealer position twice) rotate the Player/Dealer position clock-wise to the next position on the table. If there is no person that intervenes on the Player/Dealer's position, the game will be "Broken" or stopped, as required by the California Penal Code.

## **GAME RULES**

1. A "Natural " (21 and a half ) is the best possible hand. If the player and the Player/Dealer's hands are both a "Natural , " the hand is a push or tie, and no action is taken on the wager.
2. If a Player's total is less than a "Natural" and the Player/Dealer's total is more than a "Natural" the Player wins the hand.
3. If a Player's total is less than a "Natural" and the Player/Dealer's hand is less than a, "Natural" the hand closest to a "Natural " wins.
4. If a Player and the Player/Dealer have the same total and it is less than a "natural , the hand is a push or tie, and no action is taken on the wager.
5. If a Player's and the Player/Dealer's totals are more than a "natural ", the following will apply:
  - a. If the Player/Dealer is closer to a "natural , " the Player/Dealer wins the hand.
  - b. If the Player is closer to a "natural " the Player loses except when the Player has a 3-card hand with the value of 23, 24, or 25 and then they will "PUSH".
6. The Player/Dealer wins all ties or pushes over a "natural ."
7. If a player has more than a "natural " and the Player/Dealer has less than a "natural , " the Player/Dealer wins. The player would win if they had less than a "natural " and the Player/Dealer had more than a "natural ."
8. Two cards 21 and half beat all other hands. The game is played on an industry standard Blackjack table where up to eight primary players can be seated.
9. All collection fees are collected by the casino Dealer prior to the start of play. Collection fees are pre-determined by the casino and can be up to three separate rates per game. All collection rates and wagering limits for the game will be posted at each gaming table and will not be based on a percentage or other factors.
10. Backline betting is allowed; subject to local Ordinance or Code.
11. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code (the Gambling Control Act), are permitted to play.

## **DOUBLE-DOWN, SPLIT, SURRENDER & ODDS**

- **DOUBLE-DOWN**
  - Players can double-down on the first two-cards only, with the exception of all Natural. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. The Player will only receive one card regardless of the total.
  - There is no extra collection fee taken by the casino on any double-down or split executed by a Player, nor is there any extra collection fee charged to the Player/Dealer.
- **SPLIT**
  - Players can split any two cards of the same value originally dealt to them. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. A Player may draw as many cards as he/she desires per split card to make the best hand. Players may double-down or surrender after each split.
  - Players can split any two Aces originally dealt to them but can only receive one extra card per Ace. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. Multiple splitting of cards is permitted. Multiple splitting of aces is permitted.
  - There is no extra collection fee taken by the casino on any double-down or split executed by a Player, nor is there any extra collection fee charged to the Player/Dealer.
- **SURRENDER**
  - Players can surrender at anytime if they do not exceed 20. If they choose to surrender, half of their wager will be forfeited. The Player must indicate they wish to surrender before the Player/Dealer's second card is dealt. Their (the Player's) play for that hand will cease.
- **ODDS**
  - Any Natural hand pays 6 to 5
- **INSURANCE**
  - When the Dealer has an Ace showing, Players can take insurance by betting 1/2 of their Blackjack wager. If the Player/Dealer has a Blackjack the insurance bet is paid 2 to 1 and the Player's blackjack wager loses if the Player does not have a Blackjack.

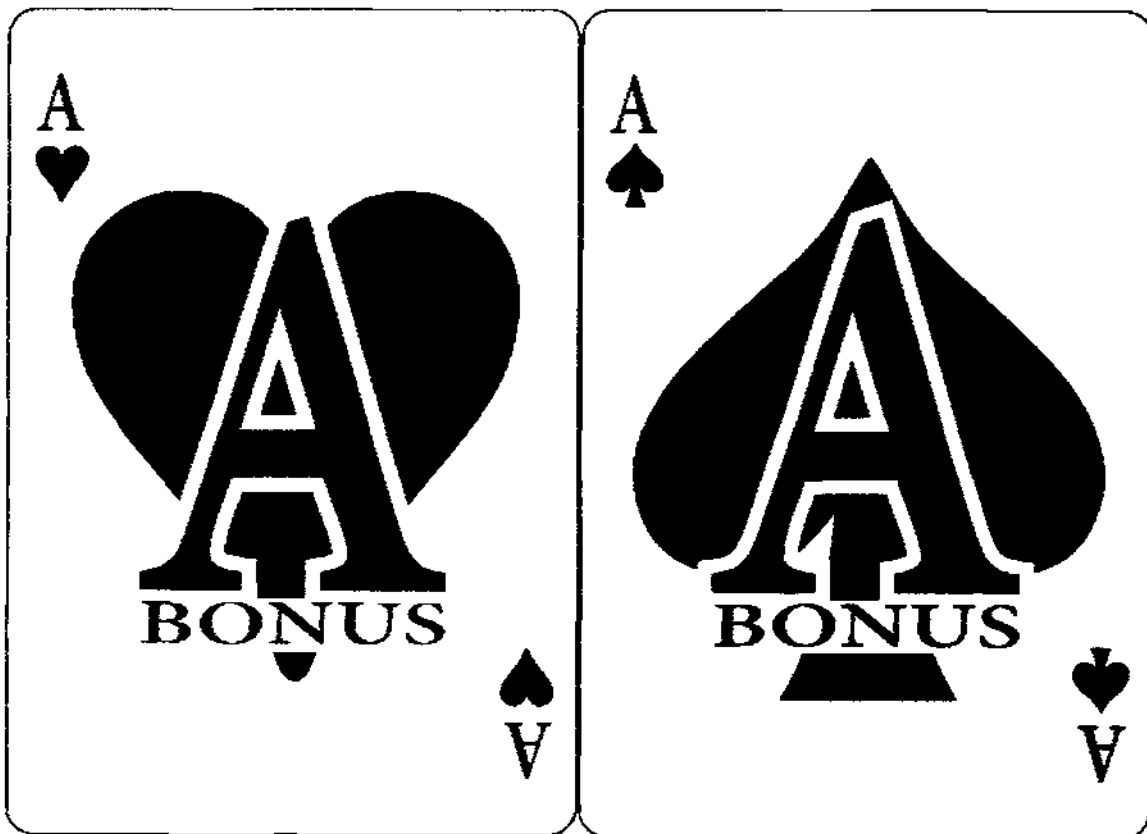
All pay-offs are to the extent that the Player/Dealer's money covers the action on the table. A Player/Dealer cannot win or lose more than the entire amount of money placed on the table prior to the start of the hand.

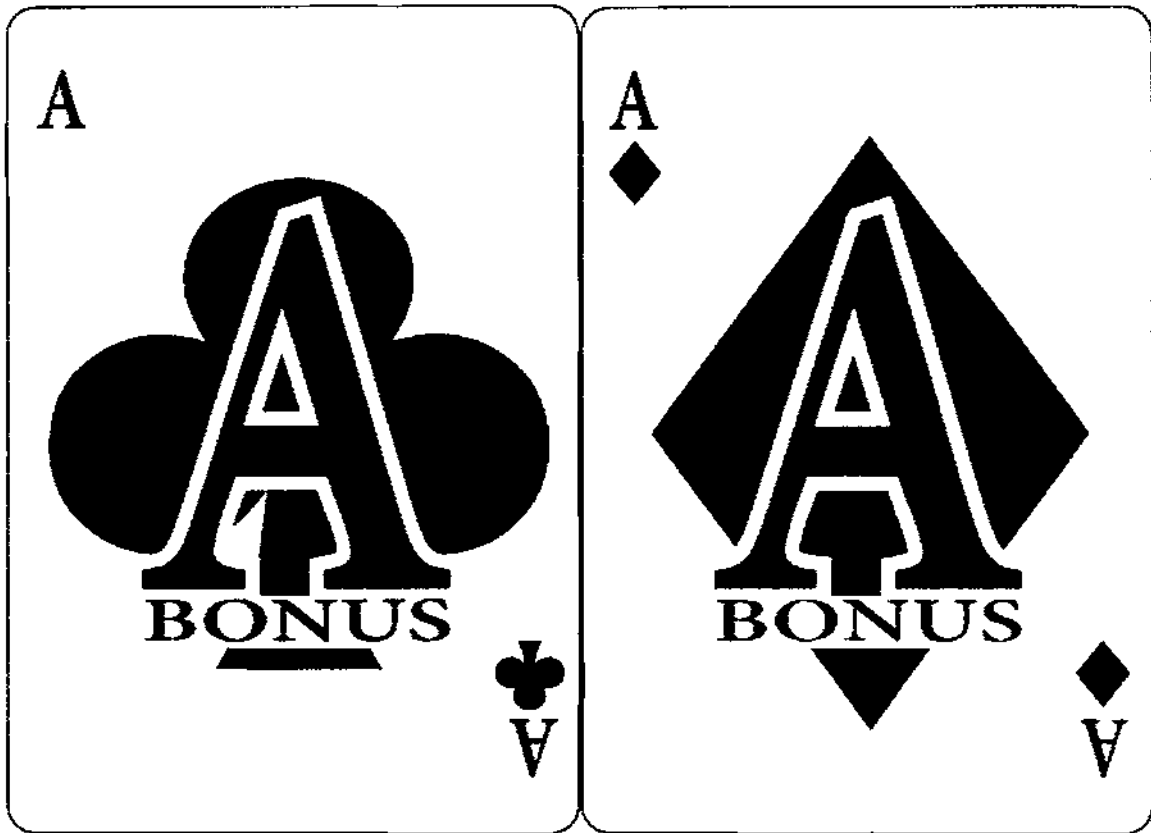
## **Game Options:**

1-If a Player's and the Player/Dealer's totals are more than a "natural ", the following will apply:

- a. If the Player/Dealer is closer to a "natural," the Player/Dealer wins the hand.
- b. If the Player is closer to a "natural " the Player loses except when the Player has a 3-card hand with the value of 25 and then they will "PUSH".

## ***Bonus Ace'***





## LEGAL

The Player-Dealer position must rotate in a continuous and systematic fashion, and cannot be occupied by one person for more than two consecutive hands. There must be an intervening player-dealer so that no single player can continually occupy the player-dealer position within the meaning of *Oliver v. County of Los Angeles* (1998) 66 Cal. App. 4<sup>th</sup> 1397, 1408-1409. And in addition to the meaning of AB 1416 (the Wesson Bill) which added section 330.11 to the California Penal Code relating to the California licensed gambling establishments and any future regulatory guidelines from the California Department of Justice, Division of Gambling Control, with respect to the operation of a controlled game featuring a Player/Dealer position.

### 21<sup>st</sup> Century Blackjack Collection

Table Limits	Player/Dealer Collection	Player Collection
\$5 - \$50	\$1	\$0.50
\$55 - \$100	\$2	\$1
\$105 - \$500	\$2	\$2